

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

Claims 1-16 (Canceled)

17. (Currently amended) A data processing apparatus for positioning a game character on a display, said apparatus comprising:

a game character model, including a reference polygon and component polygons that are separated from the reference polygon, wherein no other polygons are included between said reference polygon and said component polygons;

Y- a motion data table for ~~storing~~ pre-storing motion data for executing a movement of the game character model, wherein motion data includes distance data and angle data defining predetermined motions of the game character model; and

a processor, wherein the processor computes the reference polygon at each of a plurality of trigger times corresponding to an occurrence of a predetermined scene based on a position information of said reference polygon and the motion data, places the reference polygon in a three-dimensional space, and directly places said component polygons for said reference polygon in the three-dimensional space based on the position information of said reference polygon without computing any other component polygons.

18. (Previously presented) A data processing apparatus of claim 17, wherein said process alienates said component polygons from said reference polygons.

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19. (Currently amended) A data processing apparatus for positioning a human game character on a display, said apparatus comprising:

a human game character model, including a reference polygon and component polygons that are separated from the reference polygon, wherein no other polygons are included between said reference polygon and said component polygons,

a motion data table for ~~storing~~ pre-storing motion data for executing a motion for a movement of the human game character model, wherein motion data includes distance data and angle data defining predetermined motions of the human game character model; and

a processor, wherein the processor computes the reference polygon at each of a plurality of trigger times corresponding to an occurrence of a predetermined scene based on the motion data, and directly places component polygons for said reference polygon based on the motion data without computing any other component polygons.

20. (Previously presented) A medium on which is stored a program for causing a computer to function as a processor and data system cited in any one of claims 17 through 19.

21. (Previously presented) A data processing apparatus of claim 17, wherein the motion data includes articulating components for the movement of the game character mode.

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Claims 22-23 (Canceled)

24. (Previously presented) A data processing apparatus of claim 17,  
wherein said game character further comprises:  
a plurality of reference polygons.

25. (Previously presented) A data processing apparatus of claim 19,  
wherein the motion data includes articulating components for the movement of the  
game character model.

Claims 26-27 (Canceled)

28. (Previously presented) A data processing apparatus of claim 19,  
wherein said human game character further comprises:  
a plurality of reference polygons.

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